

FIG. 3

FIG. 4 is a block diagram of a system for motion signal processing.

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Timer

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Memory
Buffer

Input
from
Motion
Signal
Generator

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Comparator

Output Signal
Generator

Output to
Software
Driver

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FIG. 4

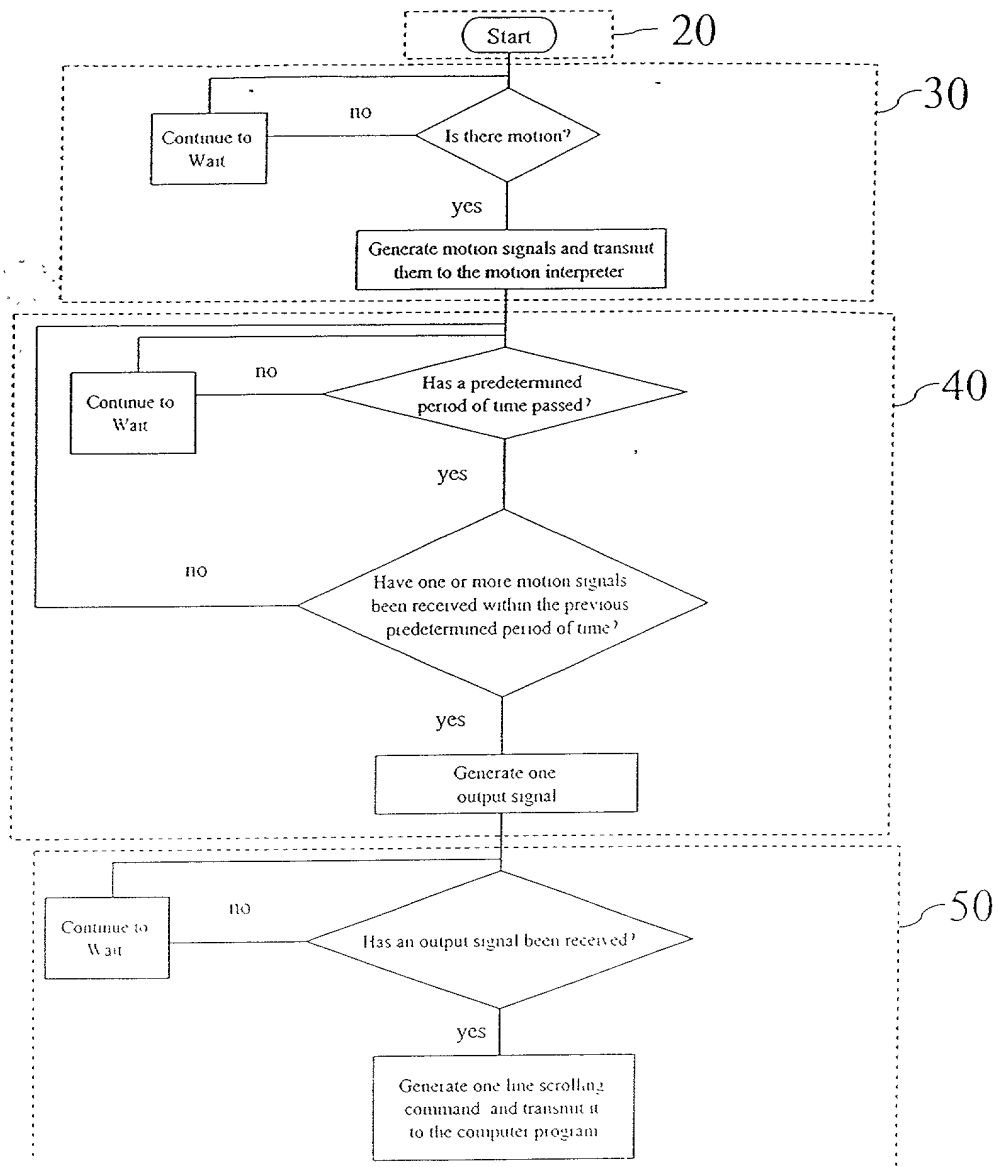


FIG. 5